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Printed in Japan

ELECTRO BRAIN

INSTRUCTION BOOKLET

SUPER NINTENDO
ENTERTAINMENT SYSTEM

WARNING: PLEASE READ THE ENCLOSED CONSUMER INFORMATION AND PRECAUTIONS BOOKLET CAREFULLY BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM OR GAME PAK.

Thank you for purchasing "SKIING AND SNOWBOARDING TOMMY MOE'S WINTER EXTREME," the most realistic skiing and snowboarding simulation ever! Before you begin play, it would be a good idea to read this instruction manual. You need a lot more help than that to compete on these slopes but every little bit helps.

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I. INTRODUCTION

It's time to experience vertical reality! The ultimate skiing/snowboarding game is in your hands and all that lies between you and immortality is 3,000 sheer feet of ice and snow. So you really think you're good enough to be the World Champion Skier. I'm the king of the hill here, pal, (my name is Vincent, by the way, you'll find my name at the top of the scoreboard at the end of every race). You think you have what it takes to become master of the slopes, huh? I don't; you look like you could use more than just some killer ski gear, actually, you look like a walking yard sale. I know speed scares you but don't worry, I won't think any less of you for wimping out. Remember, only the fastest survive. I guess that means I'll be waiting for you at the bottom!

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Insert your "SKIING AND SNOWBOARDING TOMMY MOE'S WINTER EXTREME" Game Pak into your Super Nintendo Entertainment System. Turn the power "ON." You will now see the Electro Brain Corp. logo appear followed by the title screen. When you are ready to begin, press Start.

You will now see the Player Selection Screen.

This screen allows you to select One or Two player play. Press the Control Pad either Up or Down to highlight your selection and press Start. If you selected TWO PLAYER on the Player Selection mode, you may enter Two Player competition. You may play either the FREERIDE or COMPETE modes of play with two players. In Two Player FREERIDE both players play as in the One Player FREERIDE, and the first player to finish all the runs, wins. In the Two Player COMPETE mode of game play, Player One must compete with Player Two, as well as other skiers/snowboarders, for the best times (Of course, I know that the computer skiers will be harder to beat than any of *your* friends!). Note: if either player does not qualify for a run, the player who didn't qualify is placed behind the other in competition

and must continue to attempt a better time to move on to the next race. The player who qualified, however, will continue the later challenges ahead of the other player until he loses a race allowing the "unqualified" racer to catch up. Play continues this way until one player loses all his/her lives. After this, the winning player continues competition until he loses all his/her lives (the reality) or takes the World Championship Title (the fantasy). In addition, supposing, just supposing, that by some miracle both players qualify for the Championship race, the best time wins!

After you have made your player selection,
you will see the Options Menus

The first Option Menu allows you to begin play or to change your options. Make your choice by pressing Up or Down on the Control Pad; press Start when you have decided. If you select PLAY you will begin play with the default setting of SNOWBOARD, FREERIDE, and the original (0) controller configuration (see below).

If you select OPTION, you will see the Option Selection Screen.

You may cycle through the options, pressing Up or Down on the Control Pad, but there are also additional options (indicated by yellow arrows flashing on both sides of the applicable option) that you may select by pressing the Control Pad RIGHT or LEFT.

- The first option (selected by pressing the Control Pad Left or Right) allows you to choose between three types of skiing, FREERIDE, COMPETE, and TRAINING. The FREERIDE mode is a one player race against the clock to see if you can complete all the runs at the resort (see below for details). The COMPETE mode puts you against other skiers to get the best time for each run and the TRAINING mode allows you to train for competition play.
- The second option allows you to choose whether you want to ski or snowboard.
- The third option, CODE, allows you to enter a password if you have received one from an earlier competition.
- The fourth option allows you to change the configuration of the controller. Use the Control Pad to change the configuration and press Start when the desired configuration appears.

If you selected TRAINING or COMPETE, you will move to the Competition Selection Screen.

This screen allows you to select between the different types of major competition, SLALOM (special slalom), GIANT (giant slalom) and DOWNHILL competition (see below for details). As before, use the Control Pad to move the highlight up or down. When you have found the competition you wish to play, press Start. When you begin a COMPETE or TRAINING race, you will see this screen:

This screen shows you the best time that the race has been run. To see the times of the other players, press Up on the Control Pad now. To return to the race, press Start.

If you select CODE on the Option Selection Screen, you will see the Password Screen

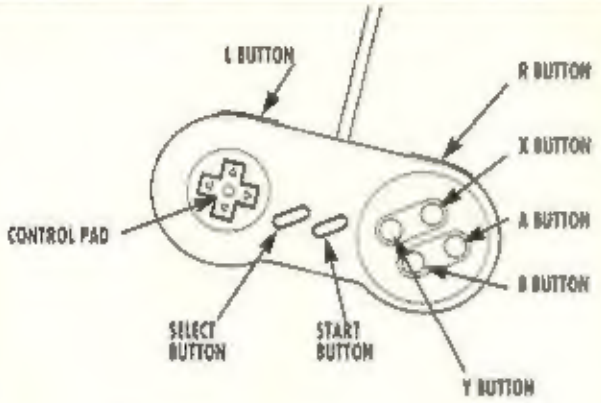
At the end of every challenge, you will receive a password that will allow you to return to the first race of each challenge at any time. Note: you will begin the challenge with as many lives as you first reached it with. Once you receive a password, write it down (including the overlined and underlined letters) for future reference. To enter a password, press the L and the R buttons at the top of the Control Pad to select the letters. Use the Control Pad Left or Right to move on to the next letter. Press the Control Pad Up or Down to overline or underline your selections. When you have finished entering your password, press Start.

If you select CONTROL PAD on the second Options Menu, you will see the controller on the Configuration Screen. Here you may choose between 10 different controller configurations.

To change the button configuration on your controller, press the Control Pad Left or Right and when you have found the desired configuration, press Start.

When you have selected all of your desired options, press Start. You are now ready to rip!

III. CONTROLLER FUNCTIONS



The default ('0' setting) button configurations are as follows:

CONTROL PAD: moves you, whether you are skiing or snowboarding, left or right.
B: Increases your speed – this button must be held down during game play to maintain speed.
A: To catch air and perform tricks.
X: Decreases your speed.
Y: Hard turn on Control Pad.
R: Mega right turn.
L: Mega left turn.
START: Pauses the game.
SELECT BUTTON: Returns screen to the previous menu screen in the Option mode.
START + SELECT: Quit the game.

IV. HOW TO PLAY

As stated under the controller options, the B button is the speed button and must be held down whenever the player wants to do more than coast (if you're scared though, it's much safer to coast). If the B button is released, at any time, the skier/snowboarder will slow down, eventually coming to a stop. Pressing the B button again resumes the player's speed. Move the skier/snowboarder left or right to dodge the numerous obstacles, from boulders and fences to other skiers and snowboarders. Watch out for moguls, though, if you hit one head on, you may spin out of control and end up getting a face full of ice. You're only choice is to dodge them or take to the air. Remember, time is crucial in every race (I know you'd really rather be sitting in front of the fire at the lodge, but this *is* a race, remember?). Every time you go off the run, you'll ski/snowboard into powder and slow down, costing you more time. Are you ready to fly?! Hit Start.

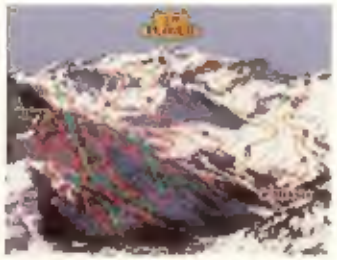
At the starting gate you will see a series of lights along the top. The lights will flash from red to green and when the lights turn green, it's time to move it or lose it! At the center of the screen, on the COMPETE or TRAINING mode, is the clock. This records how long it takes you to finish a run. On the FREERIDE mode the clock shows the amount of time you have left between each checkpoint. Note: in the FREERIDE mode, if the time runs out, you're history! At the top left corner is your speed; on some runs you can reach breakneck speeds topping 90 miles per hour! But if you're too chicken to thrash, you can

always sit on the side of the slope and cry. The top right corner, during the Competition modes, shows two icons, a red heart and a blue flag. The red heart shows how many lives you have, how many runs you can try before you chicken out. Beneath the hearts are blue flags that count down how many gates you've missed.

The three modes of skiing you can choose from are FREERIDE, COMPETE, and TRAINING. Do you have the guts to do more than train? Didn't think so.

FREERIDE MODE

As stated above, the FREERIDE mode is different from the COMPETE and TRAINING modes since you are skiing alone, competing only with the clock. The goal of the FREERIDE mode is to beat the clock to finish a run. Each run is divided into a series of checkpoints. Each checkpoint passed gives you more time to reach the next one. Many of the runs allow the time to overlap. This means that if you have leftover time from one segment of the run, you can use that extra time for the next stretch. Don't worry, you will probably end up a tree ornament or a frozen obstacle for other skiers before the first check point, so you really don't need to be reading this part of the manual. Some runs are shotgun, however, consisting of a series of short distance checkpoints, giving you a set amount of time per checkpoint to rifle through to the next one (But you won't make it this far either, so I'm probably wasting my breath). If time runs out between checkpoints, the game is over, you're done, maybe you'd better go drink a cup of hot cocoa in the lodge.



This screen will show you all the runs (indicated by orange lines) and the lifts between them (indicated by green lines). At the end of each race an arrow will trace your progress on the slope. Press any button except Start or Select to have the arrow repeat the tracing. The red dots indicate checkpoints on each run. When you have finished a run, you will see a tram carrying you to the top of the next slope. If you made a wrong turn at a fork in the run (sounds like something you would do), you may end up on the wrong lift, so it's important you check the map and choose the run that gives you the greatest progress. If you do choose the wrong run, you can use the Control Pad (left or right) to select a lift on a previous run and try again to correct your mistake. (No, you can't jump two runs ahead, unless you've already been there before. Stop asking so many stupid questions!)

V. THE THREE TYPES OF COMPETITION

When you are finished with the Map Screen and ready to begin a run, press Start.

TRAINING MODE

This mode allows you to train for all types of competition (you will probably need to spend all your time, here, so get comfortable). You will have a Map Screen, here, as well as in the FREERIDE mode. Choose the run you wish to ski/snowboard by pressing the Control Pad Right or Left and press the Start button twice to begin play.

COMPETE MODE

There are three sub-competitions in the COMPETE mode: SLALOM, GIANT SLALOM, and DOWNHILL (See below).

SLALOM

GIANT SLALOM

DOWNHILL

Once you have selected the type of competition you wish to ski/snowboard, you are ready to take on the four challenges.

This is it! The big time! Killer races, for the killer skier/snowboarder. You have three lives (you look like you need three hundred) or three chances to finish a challenge, each challenge consisting of three races. If you fail on one race during a challenge, you will have one shot less to finish the next challenge (see below). If you manage to beat all four challenges (ha!), you will compete in a final World Championship race that you must win to take the World Championship Title.

In the first race of each challenge you must rank in the top seven to qualify (yeah, right!) for the next race. In the second you've got to make the top five (you, make it to the top five, don't make me laugh). Finally, in the third (mission: impossible for you, pal), you need to be in the top three. If you complete a challenge level, you win an award equal to your final ranking for the challenge (first, second, or third: gold, silver, or bronze) and after the second challenge, you win an extra life.

After each challenge is complete, you will receive a password. Recording this password will allow you to return to the challenge you most recently finished at any time, using the CODE function (see above). Note: you will start the challenge with as many lives as you originally reached the challenge with. For example: if you reached the second challenge with one life left, you will begin the second challenge with one life every time you begin it with your password (so you may want to try the first challenge again to start the second with more lives).

V. THE THREE TYPES OF COMPETITION

In both the SLALOM and the GIANT SLALOM competition, not only do you have to race the skiers for the best time but you've got the ultimate challenge of dexterity as you try to fly between the gates at breakneck speeds. (I can see your knees beginning to quake). Each gate you miss adds a penalty of 2 seconds to your final time, so missing as few as possible is crucial. The DOWNHILL competition, however, is an all out, no holds barred, vertical battle for speed (without ending up a yard sale on the side of the slope). You still have to watch the gates here, though. If you want to go off the trail and explore the powder, the penalty is the same as in the SLALOM and the GIANT SLALOM competitions.

Well, good luck popsicle, you'll need it!

VI. GAME HINTS

1. On the SLALOM, GIANT SLALOM, and DOWNHILL competitions, watch that you don't miss too many gates, each one costs you in the end.
2. Adjust your position carefully, overcorrection on a turn can mean your downfall, literally.
3. Take some time to learn the course. Once you learn the layout of a run you can watch for major obstacles and flags.

VORTEX

From the developers of "Star Fox," coming for the Super Nintendo Entertainment System, the first Super FX game by anyone but Nintendo! Interdimensional barbarians from Aki-Do have stormed your home galaxy, Deoberon, and seized Trantor, the capital city, and the immensely powerful A.I. Intelligence. Unable to destroy the A.I. Core, the Black Troop, the elite of the Aki-Do militia, have broke off its four data banks and hidden them on various planets in the Aki-Do system to unlock its secrets. It is up to you, a Morphing Battle System, to pass through the gateway, reclaim the databanks, unlock the Citadel and restore peace to Aki-Do. Use your extraordinary transformational abilities to become a sonic jet, a landburner, a walker, or a hard shell to adapt to the varying terrains of the planets, from frigid Cryston to scorching Magmeno. As you go you must fight the Black Troop's guardians with rockets, cannons, lasers and missiles. If you are lucky you may make it back to Trantor to face the Black Troop Master, the most menacing presence the universe has ever known!

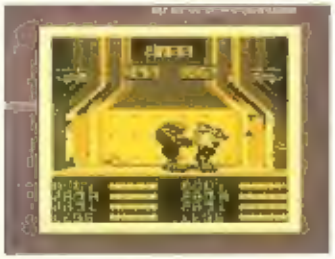
ASTERIX THE GAUL

For the Super Nintendo Entertainment System, the Nintendo Entertainment System, and Game Boy! In the year 50 B.C., Gaul was entirely occupied by the Romans. Well, not exactly . . . one small village of indomitable Gauls still held out against the invaders. These courageous, tough, stubborn, gregarious, rowdy, and merry Gauls are led by the mighty Vitalstatistix and protected by the legendary heroes, Asterix and Obelix. Then, one day, shocking news came . . . Obelix had been taken by the Romans and was being led to Rome to be thrown to the lions . . . poor things! Asterix must search the wide expanses of the soon-to-be Roman Empire and find his friend. Travel Gaul, the Swiss Alps, Greece, Egypt, Rome, and more! Fight pirates, pharaohs, and barbarians and eat wild boar. The future of Gaul lies in your hands. Save Obelix, free Gaul, defeat the forces of Gaius Julius Caesar and rewrite history!

METAL MASTERS

For Game Boy!

AT A TIME WHEN MACHINES ARE WORTH MORE THAN MAN. One man is worth more to humanity than any machine ever was. The evil Baron Harkan has long sought to dominate the world and now, with political power gained through shrewd investments in the Metal Master Tournaments and the discovery of a Super Robot, his plans seem unstoppable. Only you, a novice Metal Master, sponsored by the League for Freedom, can defeat Harkan's robot army and find the pieces of the Super Robot before he does. Or can you?



TONY MEOLA'S SIDEKICKS SOCCER

For the Super Nintendo Entertainment System!

The excitement kicks off at the kick off in this revolutionary Mode 7 soccer simulation. Choose from 64 incredible World and City soccer teams. Rifle the ball to a teammate then drive your adrenaline flooded feet up the field. Whoa! Watch for the defenders! Center the ball for a header or a bicycle kick and, if you're good, pound the ball past the goalie for an amazing, pulse-pounding score! But now it's your turn to worry as you frantically fight off furious forwards, slide-tackling them in a desperate attempt to reclaim possession of the ball. It's all here, the excitement, the energy, the roar of the crowd, in the absolutely kicking, "Tony Meola's Sidekicks Soccer!"

"Sidekicks Soccer totally blows away the competition. It has the best graphics and the closest ball play of any soccer cart around. Sidekicks really kicks!"

—GAME PRO 1993

JIM POWER: THE LOST DIMENSION IN 3-D

Special Agent Jim Power – The supernatural alien, Vaprak, threatens to defeat our world, the last planet that stands between him and a dimensional vortex leading to a fifth and, until now, lost dimension. His forces are far too strong for us to defeat in a frontal attack. We must therefore send you to slip past his Omni-eye scanners and make an assassination attempt on this being of evil. It will take absolutely all of your wits and skill, but it is imperative you reach his fortress and send him back to the sulphurous plane from whence he came. For the Super Nintendo Entertainment System.

"the stunning visuals of this game have to be seen to be believed, there is nothing else like it out there!"

—ELECTRONIC GAMING MONTHLY 1993

"... a spectacular graphic experience. The RVB glasses bring the game's seven levels to 3D life."

—GAME PRO 1993

SPECIAL 3D GLASSES INCLUDED!

IX. AVAILABLE NOW

BOXING LEGENDS OF THE RING

For the Super Nintendo Entertainment System!

For the first time ever, eight of the world's most legendary middleweight boxers, Sugar Ray Leonard, Roberto Duran, Thomas Hearns, James Toney, Marvelous Marvin Hagler, Jake LaMotta, Sugar Ray Robinson, and Rocky Graziano collide in gigantic proportions, in Boxing Legends of the Ring! This is the decisive boxing simulation, featuring a revolutionary in-ring perspective and knockout graphics! Each fighter uses his own authentic style with seven power-packed punches and three pulverizing super-punches in their arsenals. Select from any of these eight legendary fighters or create your own legend. Do you have what it takes to become a Boxing Legend of the Ring?

"the finest boxing simulation to date . . . you don't even have to be a fight fan to appreciate this game."

—NINTENDO POWER 1993

"Some of the best graphics ever seen in a sports game."

—GAME PRO 1993

BEST OF THE BEST CHAMPIONSHIP KARATE

For the Super Nintendo Entertainment System, the Nintendo Entertainment System, and Game Boy! Finally, the ultimate martial arts simulation utilizing all styles of Karate and actual digitized graphics of true would-be world champions. Study your opponents and jump into the Training Mode. In the Select Hits Mode, choose from over 55 moves and program them into your "style." Take 'em all on, maybe you'll be invited to the no holds barred Kumate, where much can be both gained and lost. The challenge awaits!

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To receive this warranty:

1. **DO NOT return your defective Game Pak to the retailer.**
2. **Notify the Electro Brain Corp. Factory Service Center at 573 East 300 South, Salt Lake City, Utah 84102 (801-531-1867). When you write to us, please provide us with your phone number and a brief explanation of what appears to be wrong.**

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